



# Software Reviews Since Acquisition Reform – The Artifact Perspective

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# Background of Problem

- **Pre-1994:**
  - MIL-STD-1521B (Technical Reviews)
    - Formal milestone reviews
    - Date of last version is June 4, 1985 (!)
  - DoD-STD-2167A (Defense System Software Development)
    - Single pass Waterfall Life Cycle Model bias
- **1994:**
  - MIL-STD-498 (Software Development & Documentation)
    - Although all other MIL standards are cancelled by the DoD, **MIL-STD-498** was approved as an interim standard for 2 years
    - Eliminated any Waterfall bias
    - Joint reviews: Schedule and content proposed by contractor

# The Problems with Reviews

- **Now:**
  - No official development or review standards of record
  - Neither the government nor the contractor has clear concept of what reviews should contain and when they should occur
  - Interpretation of major contractual technical reviews (e.g., System PDR, System CDR) is left to individuals to decide
  - Quality and content of reviews is widely different both within and across programs
  - Quick, last-minute, before-review efforts to revive and customize MIL-STD-1521B proved to be ineffective

# Perspectives on Review Issues

- **The Life Cycle Perspective (“When?”)\***
  - Pre-acquisition reform assumptions:
    - Acquisition and development are exclusively Waterfall
    - Reviews (SSR, PDR, CDR, etc.) are clearly positioned
  - Now:
    - Evolutionary Acquisition
    - Iterative/Incremental and Spiral Development
    - Emerging agile methods
    - Asynchronous, in-process, interim reviews
- **The Artifact Perspective (“What?”)**
  - This is the subject of the presentation

*\* For more details see my upcoming presentation at the 2004 Software Technology Conference in Salt Lake City, Utah: Hantos, P., “Software Reviews Since Acquisition Reform – The Life Cycle Perspective”*

# Presentation Objectives

- **Identify** modern software development trends within key areas of interest
- **Compare** pre-acquisition reform software development practices with the state-of-the-practice (With minor references to the state-of-the-art...)
- **Highlight** new work products and related, new review artifacts

# Key Areas of Interest

Architecture	Unit Designation and Nomenclature
	Architecture Focus
	Software Reuse and COTS
	Frameworks
	Open Systems
	Distributed Systems
Product-Oriented Software Engineering Activities	Analysis/Design
	Programming Languages
	Programming
	Integration
	Test
Engineering Management Process	The Software Concept
	Quantitative Management, use of Software Metrics
	Organizational and Management Models
	Systems Engineering
Integral Software Engineering Activities	Process Maturity and Quality Frameworks
	Quality
	Risk Management
Hardware-Software Technology	Design Paradigms
	Host Processor
	Communications
	Database Management
	Tools
	Documentation
Security	Security



# Architecture

	OLD	NEW
Unit Designation and Nomenclature	<b>CSCI – HWCIs with high granularity:</b> <ul style="list-style-type: none"> <li>Homogeneous, static view of CSCIs assuming unchanging configuration entities:  <i>Design -&gt; Source Code -&gt;</i>  <i>-&gt; Developmental executables -&gt;</i>  <i>-&gt; Delivered executables</i> </li> </ul>	<b>O-O concepts and nomenclature:</b> <ul style="list-style-type: none"> <li>Objects – with flexible granularity</li> <li>Packages – for higher order, logical object structure</li> <li>Component diagrams – for components and interfaces</li> <li>Deployment – distribution of components on nodes</li> <li>Source code vs. executable releases</li> </ul>
Architecture Focus	<b>Weak:</b> <ul style="list-style-type: none"> <li>High-level Design = Architecture</li> </ul> <b>Monolithic architectural patterns:</b> <ul style="list-style-type: none"> <li>Mainframe</li> <li>Process control-type instruments</li> </ul>	<b>Strong:</b> <ul style="list-style-type: none"> <li>Multiple, stakeholder views</li> </ul> <b>Variety of architectural patterns:</b> <ul style="list-style-type: none"> <li>Client-Server</li> <li>Distributed/networked</li> <li>Application-services</li> </ul>
Software Reuse and COTS	<b>Sporadic, opportunistic reuse</b> <b>Limited, low-level libraries only</b> <b>No sensitivity to COTS software:</b> <ul style="list-style-type: none"> <li>No impact on life cycle models</li> <li>No acknowledgement of risks due to COTS volatility</li> </ul>	<b>Systematic, application-domain reuse</b> <b>Increased use of system libraries</b> <b>High emphasis on using COTS:</b> <ul style="list-style-type: none"> <li>Acknowledging life cycle impact</li> <li>High sensitivity to COTS volatility</li> <li>Coexistence with legacy code, “wrappers”</li> </ul>

# Architecture (Cont.)

	OLD	NEW
Frameworks	<b>Middleware concept didn't exist</b>	<b>Wide use of frameworks:</b> COM, .NET, CORBA, etc. Distributed objects Domain-specific, reusable assets
Open Systems	<b>Concept didn't exist</b> <ul style="list-style-type: none"> <li>• Most solutions were proprietary</li> <li>• Limited acceptance of best practices</li> </ul>	<b>Rapidly emerging concept</b> Push for commercial solutions Open to wide array of best practices Emerging, Open UML-based standards
Distributed Systems	<b>Primitive networks only</b> <ul style="list-style-type: none"> <li>• No WWW (World-Wide Web)</li> </ul>	<b>Large, high bandwidth networks</b> 100 Gbit/sec Rapidly growing WWW Intranets/Extranets Remote network management Remote diagnostics

# Product-Oriented SW Engineering Activities

	OLD	NEW
Analysis/Design	<b>Structured/Hierarchical:</b> <ul style="list-style-type: none"> <li>Functional decomposition of requirements</li> <li>No or little coding until design completed</li> </ul>	<b>Object-Oriented/UML-based:</b> <ul style="list-style-type: none"> <li>Iterative/Incremental</li> <li>Use Case driven</li> <li>Exploratory coding, prototyping</li> <li>Might follow test-driven design process</li> </ul>
Programming Languages	<b>Primarily procedural</b> <b>Textual only</b>	<b>Dominant Object-Oriented</b> <b>Visual languages</b>
Programming	<b>Manual only</b> <b>Code metrics:</b> <ul style="list-style-type: none"> <li>McCabe complexity</li> </ul>	<b>Visual programming</b> <b>Automated code generators:</b> <ul style="list-style-type: none"> <li>Executable models</li> <li>Round-trip engineering</li> </ul> <b>Code metrics for O-O programs:</b> <ul style="list-style-type: none"> <li>New metrics replace McCabe</li> </ul>
Integration	<b>“Big-bang”:</b> <ul style="list-style-type: none"> <li>Single, major event at the end</li> </ul>	<b>Incremental integration:</b> <ul style="list-style-type: none"> <li>Multiple, frequent releases</li> </ul>
Test	<b>Manual only</b>	<b>Increased automated testing</b> <b>Load testing of networks</b>

# Engineering Management Processes

	OLD	NEW
The Software Concept	<p><b>“Software is software”</b></p> <p><b>“One size fits all”:</b></p> <ul style="list-style-type: none"> <li>Scaling assumed to be simple and transparent</li> </ul>	<p><b>Acknowledges the differences between:</b></p> <ul style="list-style-type: none"> <li>Information Management (IM)</li> <li>Decision-making systems</li> <li>Real-time applications</li> <li>Web-services</li> <li>Etc.</li> </ul> <p><b>High sensitivity to scaling</b></p>
Quantitative Management, use of SW Metrics	<p><b>Weak management exploitation of metrics</b></p> <p><b>Sporadic choice and use of metrics</b></p>	<p><b>Systematic use of software metrics</b></p> <p><b>Strong emphasis on moving to statistical software process control:</b></p> <ul style="list-style-type: none"> <li>CMMI® Level 4-5</li> <li>Six Sigma</li> </ul>
Organizational and Management Models	<p><b>Functional organization structure</b></p> <ul style="list-style-type: none"> <li>Matches the hierarchically decomposed product architecture</li> </ul> <p><b>No sensitivity to multi-contractor environments</b></p>	<p><b>Organization structured around IPTs (Integrated Product Teams)</b></p> <p><b>Acknowledges highly diverse and complex contractor structure</b></p>
Systems Engineering	<p><b>Weak, nominal software representation and awareness:</b></p> <ul style="list-style-type: none"> <li>Software always the bottleneck</li> <li>Disjointed hardware-software processes</li> </ul>	<p><b>Stronger awareness of software processes and dependencies:</b></p> <ul style="list-style-type: none"> <li>Integrated hardware-software planning</li> <li>Concurrent Engineering</li> </ul>

# Integral Software Engineering Activities

	OLD	NEW
Process Maturity and Quality Frameworks	Did not exist	<b>CMM/CMMI®:</b> Organizational process capability and maturity concepts Clearly defined process areas with detailed practices <b>ISO 9000 series of quality standards</b>
Quality	<b>Software Quality = QA + QC = Test</b> <b>Emphasis on system test</b> <ul style="list-style-type: none"> <li>• Equivalent of QC</li> </ul> <b>Focus on product quality only</b>	<b>“New” Software Quality Assurance:</b> Spread over the life cycle Peer Review of all requirements, design, coding, and test artifacts Emphasis is on defect prevention Scope now includes process audit and process improvement coaching
Risk Management	<b>Hardware-focused:</b> <ul style="list-style-type: none"> <li>• Little sensitivity to and awareness of software risks</li> <li>• Assumes hardware-like reliability models for software</li> <li>• Hardware-software risks handled separately</li> </ul>	<b>Integral activity of Spiral Development:</b> Hardware-software risk mitigation related trade-offs must be done together

# Hardware-Software Technology

	OLD	NEW
Design Paradigms	Single, basic software paradigm	<b>New, emerging paradigms:</b> Object-Oriented Agents Genetic Programming Neural Networks
Host Processor	Single processor	<b>Multi-processor:</b> Multi-threaded applications Networks of processors (Grid computing)
Communications	<b>Low bandwidth:</b> <ul style="list-style-type: none"> <li>No significant compression</li> <li>Limited wireless communication</li> </ul>	<b>High bandwidth:</b> Sophisticated compression technologies High-speed wireless communication
Database Management	<b>Mainframe oriented:</b> <ul style="list-style-type: none"> <li>Large</li> <li>Text only</li> <li>At most relational schema</li> </ul>	<b>On any Host:</b> Fully scalable Distributed O-O for any objects (image, voice, video)
Tools	<b>Basic, independent tools</b> <del>No COTS software perspective</del>	<b>Rich toolset, integrated with life cycle process</b> <del>High tools vendor/product volatility sensitivity</del>
Documentation	<b>All documentation static</b> <b>Delivered on paper</b> <b>Text format primarily ASCII</b> <b>No electronic page formatting</b>	<b>Dynamic, interactive, searchable</b> <b>Executable models for design</b> <b>New media (CD, DVD, or on-line server-based)</b> <b>New formats (PDLs, XML)</b>

# Security

	OLD	NEW
Security	<b>No sensitivity to software specifics:</b> <ul style="list-style-type: none"><li>• Satisfied with password level</li><li>• System security view only</li></ul>	<b>High Security Consciousness:</b> <ul style="list-style-type: none"><li>Kernel level security</li><li>Malicious penetration and virus issues</li><li>Firewalls, honeypots</li><li>Denial of Service attacks</li><li>Trusted computer platforms</li><li>Sophisticated encryption algorithms</li><li>Digital Rights management</li></ul>

# Conclusions

- In-process software technical reviews are replacing rigid milestone reviews
- The understanding of software development trends is essential for determining review artifacts and their expected performance and maturity according to their position in the system life cycle
- Key Areas of Interest:
  - Architecture
  - Product-Oriented Software Engineering Activities
  - Engineering Management Processes
  - Integral Software Engineering Activities
  - New Hardware-Software Technologies
  - Security



# Acronyms and Abbreviations

<b>ASCII</b>	<b>American Standard Code for Information Interchange</b>
<b>CD</b>	<b>Compact Disc</b>
<b>CDR</b>	<b>Critical Design Review</b>
<b>CMMI</b>	<b>Capability Maturity Model Integration</b>
<b>COM</b>	<b>Component Object Model</b>
<b>CORBA</b>	<b>Common Object Request Broker Architecture</b>
<b>COTS</b>	<b>Commercial Off-the-Shelf</b>
<b>CSCI</b>	<b>Computer Software Configuration Item</b>
<b>DVD</b>	<b>Digital Video Disc</b>
<b>HWCI</b>	<b>Hardware Configuration Item</b>
<b>IPT</b>	<b>Integrated Product Team</b>
<b>ISO</b>	<b>International Organization for Standards</b>
<b>.NET</b>	<b>Microsoft's Web-services Framework</b>
<b>O-O</b>	<b>Object-Oriented</b>
<b>PDL</b>	<b>Page Definition Language</b>
<b>PDR</b>	<b>Preliminary Design Review</b>
<b>QA</b>	<b>Quality Assurance</b>
<b>QC</b>	<b>Quality Control</b>
<b>SSR</b>	<b>System Specification Review</b>
<b>UML</b>	<b>Unified Modeling Language</b>
<b>USAF</b>	<b>US Air Force</b>
<b>WWW</b>	<b>World Wide Web</b>
<b>XML</b>	<b>Extensible Markup Language</b>

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